

Consumer Research **Citation List**

Research Citations for Neuromarketing and Consumer Research

BIOPAC data acquisition and analysis solutions are used in a variety of neuromarketing, neuroeconomic, and consumer research applications. BIOPAC provides researchers with advanced tools that allow them to measure physiology from any subject, anywhere, anytime. Below are a selected number of citations separated by research topics:

Consumer Research (search online)

Opening the "Black Box" of Electrodermal Activity in Consumer Neuroscience Research

Lajante, M., et al. (2012). Journal of Neuroscience, Psychology, and Economics, 5, 4.

Preliminary Evidence for the Neurophysiologic Effects of Online Coupons

Alexander, V., Tripp, S., Zak, P. (2015). Psychology & Marketing, 32, 9.

Disheartened Consumers: Impact of Malevolent Apparel Business Practices on Consumer's Heart Rates, Perceived Trust, and Purchase Intention

Ha-Brookshire, J., Bhaduri, G. (2014). Fashion and Textiles, 1, 10.

A Psychophysiological Approach for Measuring Response to Messaging: How Consumers Emotionally **Process Green Advertising**

Martinez-Fiestas, M., et al. (2015). Journal of Advertising Research, 55, 2.

Measuring Arousal in Consumer Research: A New EDA Signal Processing Method

Lajante, M., Droulers, O. (2012). Association for Consumer Research, 40.

Consumer Behavior for Design of Workplace Utility Knives by Factors Analysis and Performance **Evaluation**

Yu-Jen, L., Bor-shong, L., Pei-Yi, C. (2012). The Asian Conference on Psychology & the Behavioral Sciences.

Examining the Influence of Fame in the Presence of Beauty: An Electrodermal 'Neuromarketing' Study

Gakhal, B., Senior, C. (2008). Journal of Consumer Behavior, 7, 4.

Analysis of Viewer EEG Data to Determine Categorization of Short Video Clip

Nussbaum, P., et al. (2012). Procedia Computer Science, 12.

Advertising (search online)

Predicting Advertising Success Beyond Traditional Measures

Venkatraman, V. (2015). Journal of Marketing Research, 52, 4.

Demographic Congruency, Advertisements, and Television Shows: The Effect of Advertisement Viewing on Television Show Evaluation

Saks, J. (2013). OhioLINK Electronic Theses and Dissertations Center.

Receptive to Bad Reception: Jerky Motion can Make Persuasive Messages More Effective

Patel, H., et al. (2014). Computers in Human Behavior, 32.

Sexual Orientation: A Peripheral Cue in Advertising?

Ivory, A. (2007). Virginia Polytechnic Institute and State University.

Using Interactive Program-Loyalty Banners to Reduce TV Ad Avoidance

Dix, S., et al. (2010). Journal of Advertising Research, 50, 2.

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A Comparative Investigation of the Emotional Nature of Brand and Interpersonal Love

Langner, T., Schmidt, J., Fischer, A. (2015). Psychology & Marketing, 32, 6.

Effects of Arousal, Centrality, and Familiarity on Brand Memory in Video Games

Jeong, E.J., Biocca, F. (2012). Computers in Human Behavior, 28, 2.

The Effectiveness of Branded Mobile Phone Apps

Bellman, S., et al. (2011). Journal of Interactive Marketing, 25, 4.

Brand Logo Placements in Violent Games

Jeong, E. J., Bohil, C. J., Biocca, F. A. (2013). Journal of Advertising, 40, 3.

Emotions (search online)

The Effects of Technological Advancement and Violent Content in Video Games on Players' Feelings of Presence, Involvement, Physiological Arousal, and Aggression

Ivory, J. D., Kalyanaraman, S. (2007). Journal of Communication, 57, 3.

Anger as a Hidden Motivator: Associating Attainable Products with Anger Turns them Into Rewards

Veling, H., Ruys, K. I., Aarts, H. (2012). Social Psychological and Personality Science, 3, 4.

Feeling Good: Autonomic Nervous System Responding in Five Positive Emotions

Shiota, M., et al. (2011). Emotion, 11, 6.

Effects of Morbid Curiosity on Perception, Attention, and Reaction to Bad News

Pinkerton, K., Zhou, S. (2008). The University of Alabama McNair Journal



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